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 **PALM INTRANET**

Inventor Information for 09/539637

| Inventor Name | City | State/Country |
|------------------|-------------|---------------|
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1 [Neon: a single-chip 3D workstation graphics accelerator](#)

Joel McCormack, Robert McNamara, Christopher Gianos, Larry Seiler, Norman P. Jouppi, Ken Correll
August 1998 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics ha**

Full text available: [pdf \(1.58 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: chunk rendering, direct rendering, graphics pipeline, level of detail, rasterization, tex

2 [A window-based graphics frame store architecture](#)

Richard J. Westmore

October 1988 **ACM Transactions on Graphics (TOG)**, Volume 7 Issue 4

Full text available: [pdf \(1.02 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index term](#)

A proposal for a scalable frame store architecture for a hardware-based window graphics system is based on a distributed linear array of common elements called microframe stores. Each window independently configured in size and color depth. Unlike the strip-based hardware window system places no restrictions on the number of transitions that can be accommodated on each scanline. T real-ti ...

3 [Three-dimensional medical imaging: algorithms and computer systems](#)

M. R. Stytz, G. Frieder, O. Frieder

December 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 4

Full text available: [pdf \(7.38 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: Computer graphics, medical imaging, surface rendering, three-dimensional imaging,

4 [Status report of the graphic standards planning committee](#)

Computer Graphics staff

August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3

Full text available: [pdf \(15.01 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#)

5 FlowMate: scalable on-line flow clustering

Ossama Younis, Sonia Fahmy

April 2005 **IEEE/ACM Transactions on Networking (TON)**, Volume 13 Issue 2

Full text available:  pdf(752.94 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index term](#)

We design and implement an efficient on-line approach, FlowMate, for clustering flows (connection server, according to shared bottlenecks. Clusters can be periodically input to load balancing, congestion aggregation, admission control, or pricing modules. FlowMate uses in-band (passive) end-to-end shared bottlenecks. Delay information is piggybacked on feedback from the receivers, or, if imposed round-trip time ...

Keywords: TCP, coordinated congestion management, load balancing, network monitoring, network bottleneck inference

6 Computing curricula 2001


September 2001 **Journal on Educational Resources in Computing (JERIC)**

Full text available:  pdf(613.63 KB)  html(2.78 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

7 Texture mapping 3D models of real-world scenes

Frederick M. Weinhaus, Venkat Devarajan

December 1997 **ACM Computing Surveys (CSUR)**, Volume 29 Issue 4

Full text available:  pdf(1.98 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index term](#)


Texture mapping has become a popular tool in the computer graphics industry in the last few years. To achieve a high degree of realism in computer-generated imagery with very little effort. Over the last few years, techniques have advanced to the point where it is possible to generate real-time perspective simulation. Texture mapping every object surface with texture from photographic images of these real-world scenes.

Keywords: anti-aliasing, height field, homogeneous coordinates, image perspective transformation, multiresolution data, perspective projection, polygons, ray tracing, real-time scene generation, remapping, visual simulators, voxels

8 The X window system

Robert W. Scheifler, Jim Gettys

April 1986 **ACM Transactions on Graphics (TOG)**, Volume 5 Issue 2

Full text available:  pdf(2.76 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index term](#)

An overview of the X Window System is presented, focusing on the system substrate and the low-level build applications and to manage the desktop. The system provides high-performance, high-level, A hierarchy of resizable, overlapping windows allows a wide variety of application and user interface. Network-transparent access to the display provides an important degree of functional separation,

9 Congestion: Best-path vs. multi-path overlay routing

David G. Andersen, Alex C. Snoeren, Hari Balakrishnan

October 2003 **Proceedings of the 3rd ACM SIGCOMM conference on Internet measurement**

Full text available:  pdf(142.64 KB)


Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index term](#)

Time-varying congestion on Internet paths and failures due to software, hardware, and configuration delivery on the Internet. Many approaches to avoiding these problems use multiple paths between Internet approaches rely on a path-independence assumption in order to work well; i.e., they work best with

paths between two locations are uncorrelated in time. This paper examines the extent to which this is true. In ...

Keywords: measurement, multi-path routing, networking, overlay networks


- 10 Credit-based flow control for ATM networks: credit update protocol, adaptive credit allocation
H. T. Kung, Trevor Blackwell, Alan Chapman
October 1994 **ACM SIGCOMM Computer Communication Review , Proceedings of the conference on architectures, protocols and applications**, Volume 24 Issue 4

Full text available:  [pdf\(1.38 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [in:](#)

This paper presents three new results concerning credit-based flow control for ATM networks: (1) a credit update protocol (CUP) suited for relatively inexpensive hardware/software implementation; (2) a buffer allocation for virtual circuits (VCs) sharing the same buffer pool; (3) use of credit-based flow control to improve effectiveness of statistical multiplexing in minimizing switch memory. These results have been successfully implemented in a prototype switch.

- 11 High-performance polygon rendering
Kurt Akeley, Tom Jermoluk
June 1988 **ACM SIGGRAPH Computer Graphics , Proceedings of the 15th annual conference on computer graphics and interactive techniques**, Volume 22 Issue 4


Full text available:  [pdf\(1.73 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [in:](#)

This paper describes a system architecture for realtime display of shaded polygons. Performance of 10 million polygons per second is achieved. Vectors and points draw at the rate of 400,000 per second. High quality color blending, realtime video input, and antialiased lines are supported. The architecture heavily leverages hardware forms: pipeline, vector, and array processing. It is unique in providing efficient and balanced graphics performance.

Keywords: graphics systems

- 12 Fast detection of communication patterns in distributed executions
Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Communication Systems**

Full text available:  [pdf\(4.21 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index term](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process execution traces are used to obtain a better understanding of the execution of the application. The visualization tool was developed at the University of Waterloo. However, these diagrams are often very complex and do not provide a desired overview of the application. In our experience, such tools display repeated occurrences of patterns.

- 13 Link and channel measurement: A simple mechanism for capturing and replaying wireless channel traces
Glenn Judd, Peter Steenkiste
August 2005 **Proceeding of the 2005 ACM SIGCOMM workshop on Experimental approaches to network design and analysis E-WIND '05**

Full text available:  [pdf\(6.06 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index term](#)

Physical layer wireless network emulation has the potential to be a powerful experimental tool. An alternative to physical emulation, and traditional simulation, is to accurately model the wireless channel. In this paper, we explore the possibility of using on-card signal strength measurements to capture wireless channel traces. A key advantage is the simplicity and ubiquity with which these measurements can be obtained since virtually all wireless devices support signal strength measurements.


Keywords: channel capture, emulation, wireless

The multi-Media workstation

D. Phillips, P. Vais, S. Perlman, K. Lantz, M. Picco

July 1989

ACM SIGGRAPH Computer Graphics , ACM SIGGRAPH 89 Panel Proceedings, v

Full text available:  [pdf\(2.91 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [index terms](#)

Good afternoon, ladies and gentlemen. Thank you very much for taking time out from the parties peripheral activities of SIGGRAPH. As you know, the panel that we're going to be holding this after Media Workstation. Before I make some introductory remarks, I am required to make some administrative

The first thing is to remind you that the proceedings of all of the panels are being audio taped this

15 Papers from MC²R open call: Effect of vertical handovers on performance of TCP-friendly ra

Andrei Gurtov, Jouni Korhonen

July 2004

ACM SIGMOBILE Mobile Computing and Communications Review, Volume 8 Issue 4

Full text available:  [pdf\(440.19 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)


An intersystem or vertical handover is a key enabling mechanism for next generations of mobile communications. A vertical handover can cause an abrupt change of up to two orders of magnitude in link bandwidth. This requires end-to-end congestion control to adapt promptly to such changes. This is especially a concern for congestion control algorithms, such as TCP-Friendly Rate Control (TFRC). TFRC is designed to provide a smooth transition ...

16 Digital video display systems and dynamic graphics

Ronald Baecker

August 1979

ACM SIGGRAPH Computer Graphics , Proceedings of the 6th annual conference and interactive techniques, Volume 13 Issue 2

Full text available:  [pdf\(1.06 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Most digital video display systems have been capable of producing only text or static imagery. This paper discusses the limitations are not intrinsic to the technology, but are rather a direct consequence of the display system. It begins by summarizing some of the background required to understand digital video display systems, then surveyed, supported by an extensive bibliography. Existing systems are described in terms of their capabilities.


Keywords: Animated graphics, Computer animation, Digital video display, Dynamic graphics, Real-time Video display, Video raster system

17 SelectCast: a scalable and self-repairing multicast overlay routing facility

Adrian Bozdog, Robbert van Renesse, Dan Dumitriu

October 2003

Proceedings of the 2003 ACM workshop on Survivable and self-regenerative systems and the 10th ACM Conference on Computer and Communications Security

Full text available:  [pdf\(1.01 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

In this paper we describe SelectCast, a self-repairing multicast overlay routing facility for support applications. Select Cast is a peer-to-peer protocol, and lever-ages Astrolabe, a secure distributed system. SelectCast uses replication to recover quickly from transient failures, as well as Astrolabe recover from long-term failures or adapt to changes in load or QoS requirements. In order to evaluate

18 Realizing OpenGL: two implementations of one architecture

Mark J. Kilgard

August 1997

Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware

Full text available:  [pdf\(1.66 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: O2, OpenGL, graphics hardware architecture, infinite-reality

- 19 The feasibility of supporting large-scale live streaming applications with dynamic application
Kunwadee Sripanidkulchai, Aditya Ganjam, Bruce Maggs, Hui Zhang
August 2004 **ACM SIGCOMM Computer Communication Review , Proceedings of the 2004 conference on SIGCOMM technologies, architectures, and protocols for computer communications SIGCOMM**



Full text available:  pdf(461.96 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [info](#)

While application end-point architectures have proven to be viable solutions for large-scale distributed computing and file-sharing, there is little known about its feasibility for more bandwidth-intensive applications such as live streaming. Heterogeneity in bandwidth resources and dynamic group membership, in application end-points, may adversely affect the construction of a usable and efficient overlay. At the end, it becomes ...

Keywords: application-level multicast, live streaming, overlay multicast, peer-to-peer

- 20 Large meshes and GPU programming: Geometry clipmaps: terrain rendering using nested rectangles
Frank Losasso, Hugues Hoppe
August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Full text available:  pdf(964.46 KB)  mov(24:47 MIN)

Additional Information: [full citation](#), [abstract](#), [references](#)

Rendering throughput has reached a level that enables a novel approach to level-of-detail (LOD) control. We introduce the geometry clipmap, which caches the terrain in a set of nested regular grids centered on the viewpoint. These grids are stored as vertex buffers in fast video memory, and are incrementally refilled as the viewpoint moves. This provides visual continuity, uniform frame rate, complexity throttling, and graceful degradation. More ...





Keywords: level-of-detail control, terrain compression and synthesis

Results 1 - 20 of 200

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